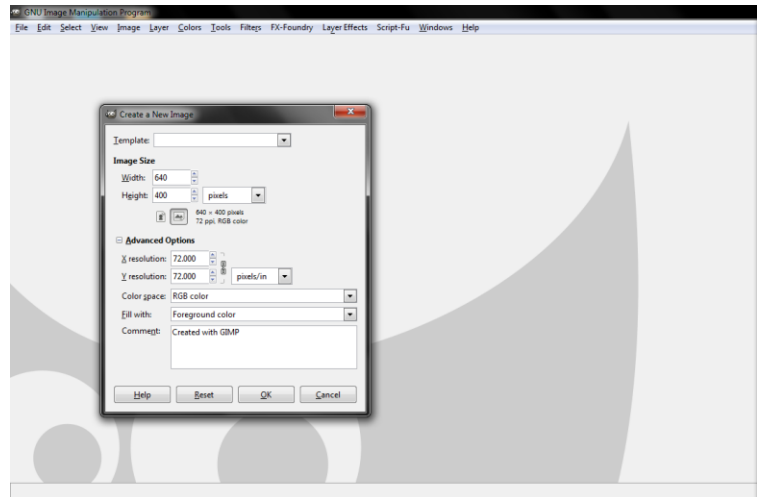




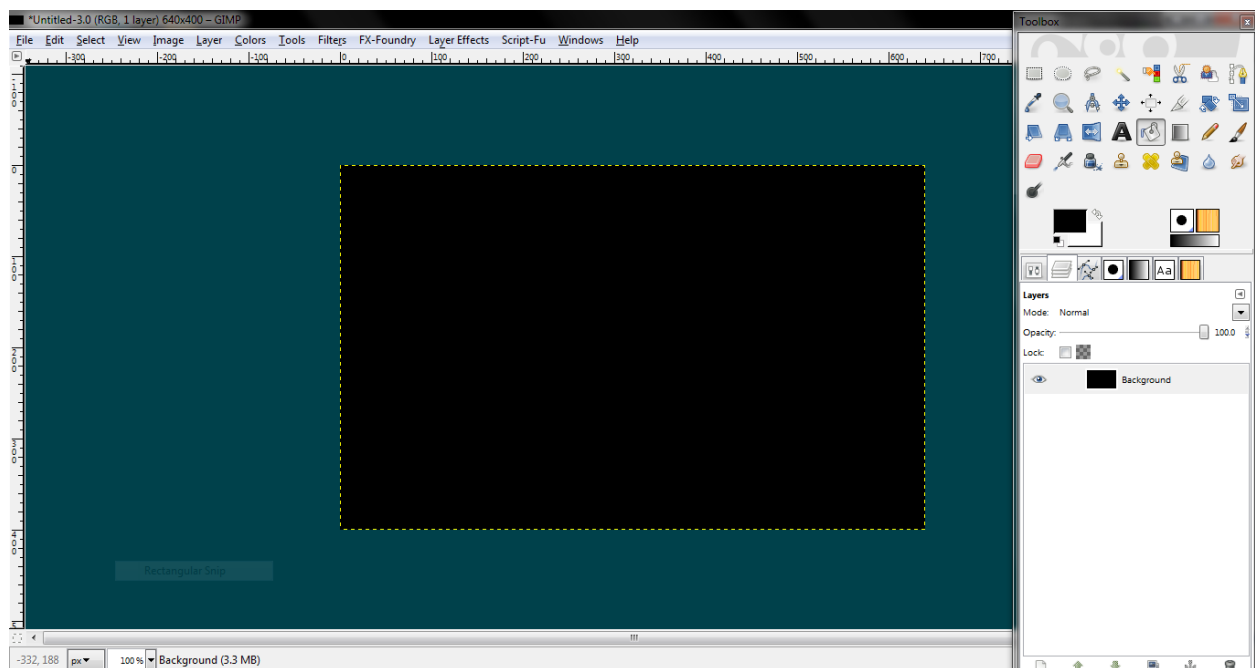
Part 1
Basic
Lights;
Technique
and Beams

BY WARDSPARADOX

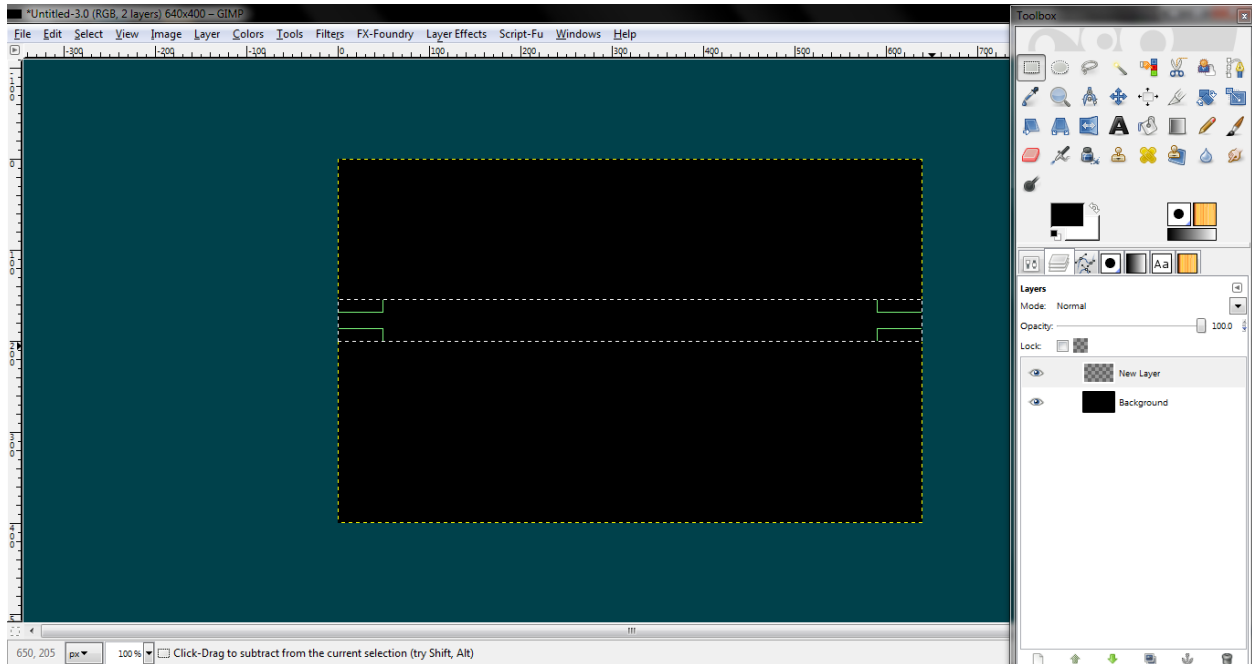
**Open GIMP and
Use these
Settings for a
new Image.**



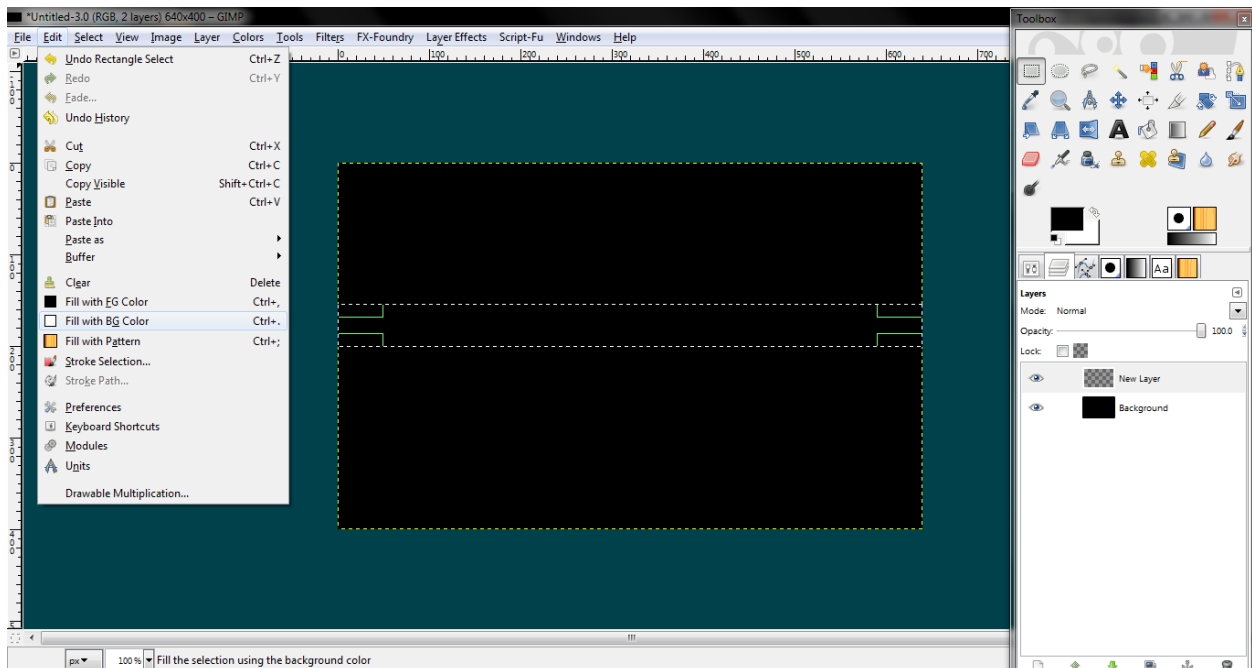
You should get this:



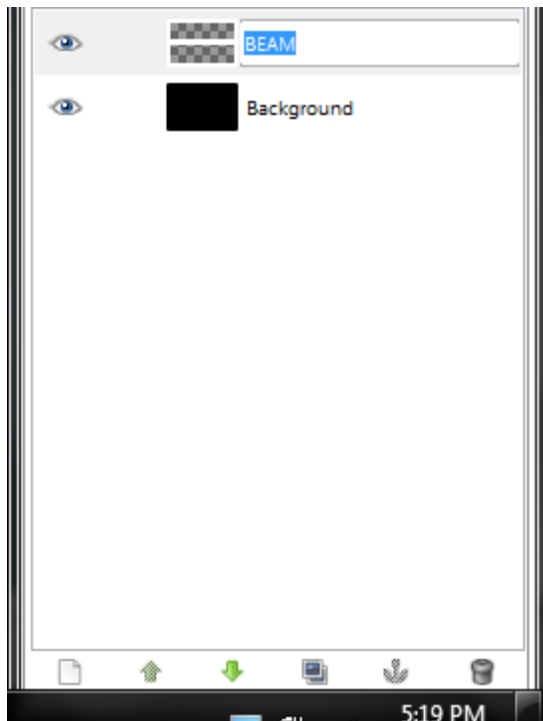
Now make a transparent layer and selection across the entire background that is semi-narrow



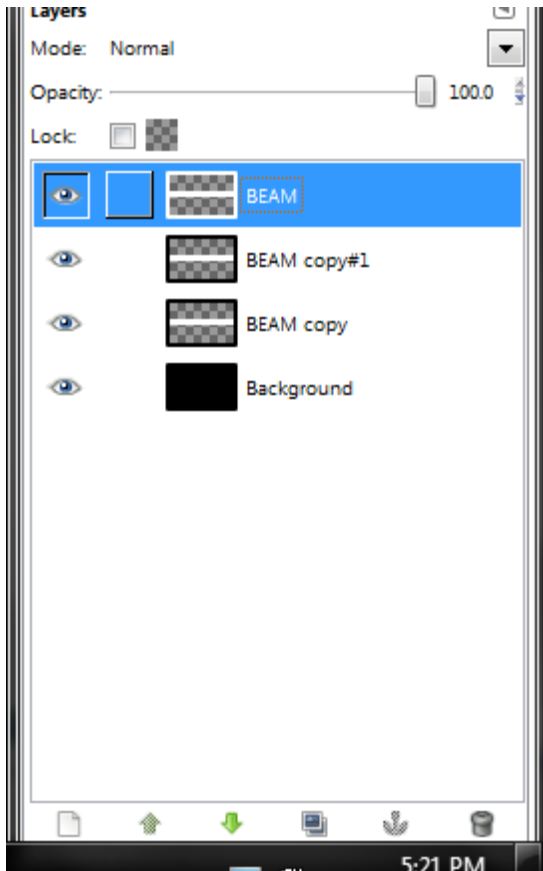
Fill that selection with white. (CTRL+.)



Rename this layer Beam



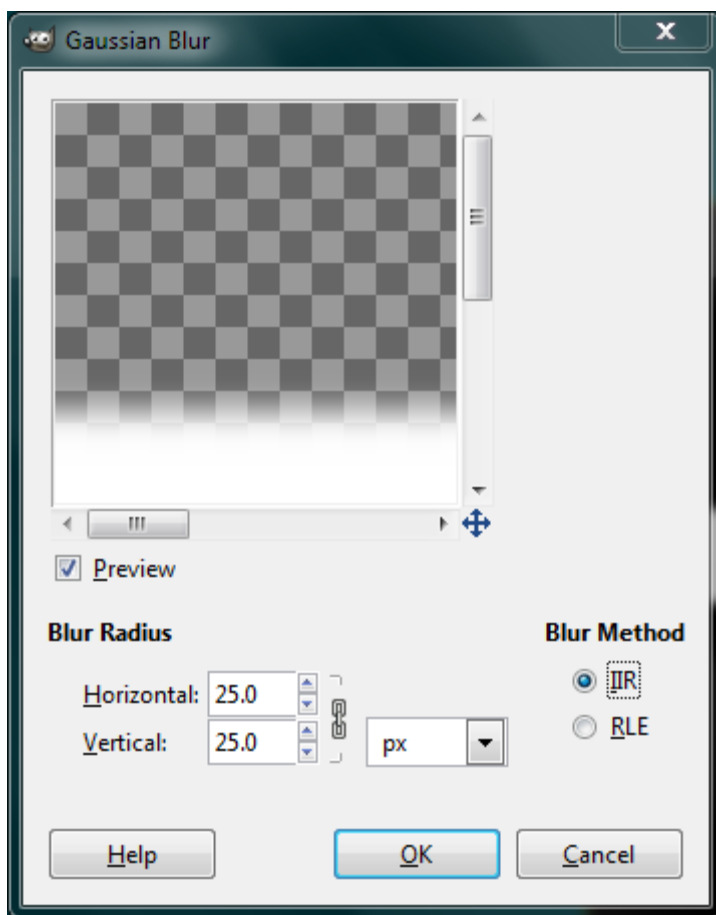
Now Duplicate it twice.



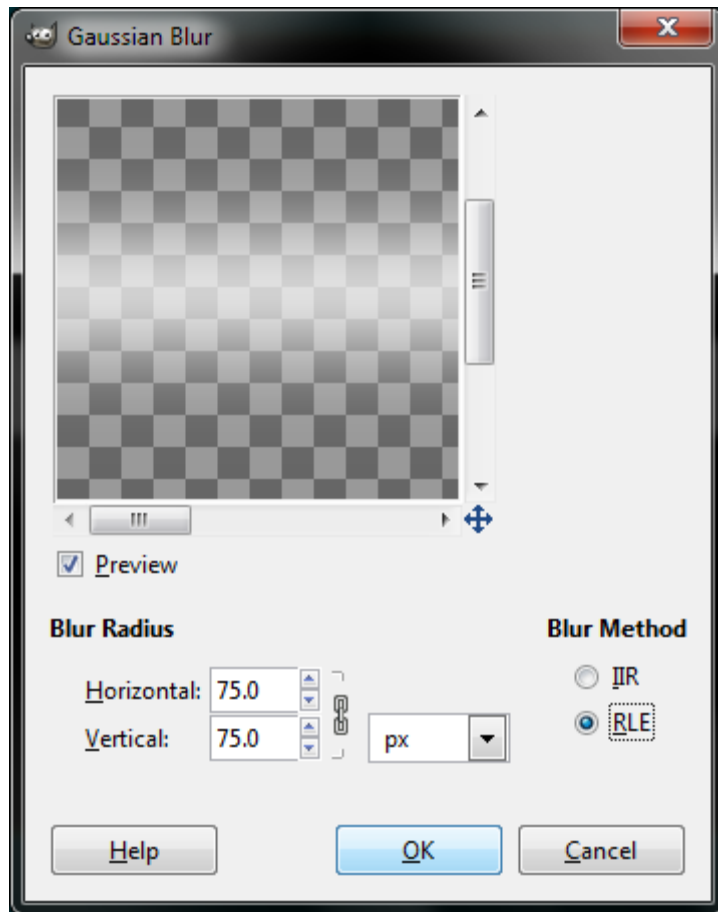
Now leaving the BEAM layer alone, run Gaussian Blur on the other two layers.

Keep track of the layers and which amount of Gaussian Blur is done to each.

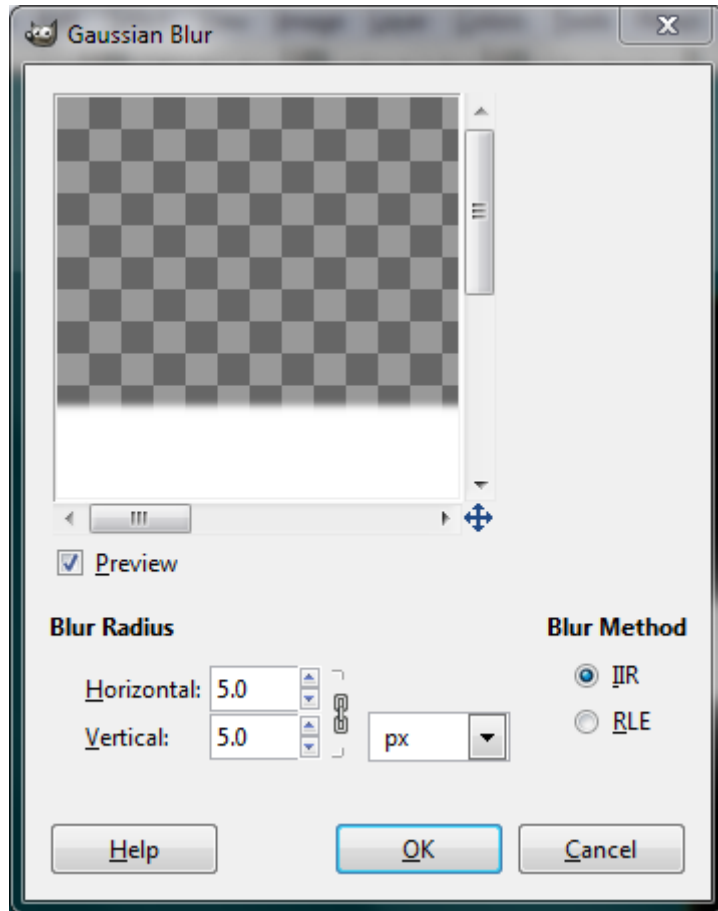
On BEAM Copy use these settings:



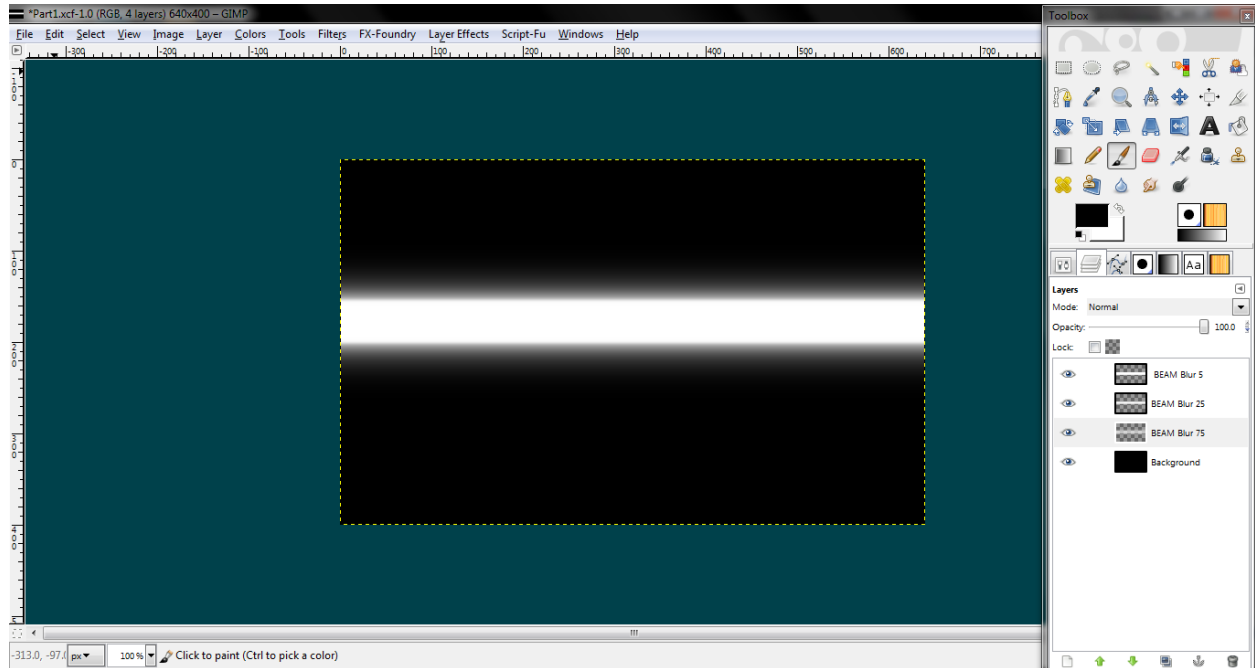
On BEAM Copy#1 Use these:



To make it smoother run Gaussian Blur on the BEAM layer with these settings:



You should see this now:



NOW FOR SOME COLORS!!!!

Simple add a layer above the beam layer (Named Color) and fill with whatever color you would like.

A Couple Tips:

Play with the layer modes of your color layer. (I primarily use Multiple or Color.)

- Multiply fills the entire Beam with the color.**
- Color leaves the center white and adds the color primarily at the fringes where the white is fading out and gives a realistic look.**
- Subtract gives a cool effect as well.**
- Try using some gradients! They add cool effects!!!!**

Part 1 is now finished and is the fundamentals (the basics) for all following tutorials. For the next part we will deal with “Fairy Dust” and other Particulates. My theme and GIMP version have changed since this was made and will be reflected in the next tutorial.

